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14. (Three Times Amended) A game device which generates images

observed from a viewpoint to be displayed on a monitor, the images including a player-controlled object moving relative to virtual terrain objects, the player-controlled object and the terrain objects being defined within a three-dimensional virtual space, the game device comprising:

an input means with which a game player operates a computer game;

shape data memory which stores shape data defining shapes of the terrain objects present in the virtual space;

a position data specifier which specifies a current position for the player-controlled object with respect to the terrain objects;

overlap determination means which determines, on the basis of the shape data and the position data, whether a terrain object is located between the viewpoint and the player-controlled object; and

an image generator which generates image data for displaying on the monitor screen the player-controlled object and the terrain objects viewed from the viewpoint wherein a terrain object is processed so as to be rendered as a show-through image through which the player-controlled object is viewed in the event that the overlap determiner determines that the player-controlled object is intervened by the terrain object in an overlapping state when viewed from the viewpoint.

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~~17~~ (Three Times Amended) A game device as defined by claim ~~14~~¹⁶, wherein the overlap determiner:

compares a displacement from a ground point for a first reference point for the player-controlled object with a displacement from the ground point for a second reference point for the terrain object; and

determines whether an overlap state, in which the player-controlled object is intervened by the terrain object when viewed from the viewpoint, exists in accordance with whether an angle falls within a prescribed relationship with a reference angle and the displacement for the first reference point is smaller than the displacement for the second reference point.

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~~2230~~

(Three Times Amended) An information storing medium for use with a game provided by a computer system, wherein the game comprises objects in a three-dimensional virtual space, the objects including an operator-controlled object and a terrain composed of terrain objects, and wherein the computer system generates images of the objects viewed from a viewpoint for displaying on a monitor, the medium storing a program which executes the steps of:

receiving signals from an input means controlled by an operator;

processing the signals so that operator-controlled object moves relative to their terrain objects in response to the signals;

determining positions of the operator controlled object with respect to the terrain objects; and

generating images of the operator-controlled object and the terrain objects viewed from the viewpoint for displaying on the monitor,

wherein, in the event that a terrain object is located between the viewpoint and the operator-controlled object in the three dimensional virtual space when viewed from the viewpoint, a portion of the terrain object overlapping with the operator controlled object is generated with a show-through effect generated by alternately displaying pixels indicative of the terrain object and pixels indicative of the operator-controlled object in a prescribed pattern.

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23 31.

(Twice Amended) A virtual image generation apparatus for a game, wherein the game comprises an operator-controlled object moving relative to terrain objects within a three-dimensional virtual space, the virtual image generation apparatus comprising:

shape data memory which stores data defining shapes of a plurality of terrain objects within the three-dimensional virtual space;

position specification means which specifies a position of the operator-controlled object within the virtual space;

overlap determination means which determines whether one of the terrain objects is located between a viewpoint and the operator-controlled object;

first image generation means which generates image data for the operator-controlled object and the plurality of terrain objects as viewed from the viewpoint; and

second image generation means which generates image data for the operator-controlled object and the terrain objects comprising alternately generating pixels indicative of at least one of the terrain objects and indicative of the operator-controlled object in a prescribed pattern if the overlap determination means determines that the operator-controlled object is located behind the at least one terrain object when viewed from the viewpoint.

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~~24~~ 32. (Twice Amended) A virtual image generation method for a game, wherein the game comprises an operator-controlled object moving relative to terrain objects within a three-dimensional virtual space, the virtual image generation method comprising the steps of:

storing data defining shapes of a plurality of terrain objects within the three-dimensional virtual space;

computing the position of the operator-controlled object within the virtual space;

determining whether one of the terrain objects is located between a viewpoint and the operator-controlled object; and

generating image data for the operator-controlled object and the plurality of terrain objects as viewed from the viewpoint;

wherein generating image data for the operator-controlled object and at least one of the terrain objects comprises alternately generating pixels indicative of the at least one terrain object and indicative of the operator-controlled object in a prescribed pattern if the operator-controlled object is located behind the at least one terrain object when viewed from the viewpoint.

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~~25~~ 33. (Twice Amended) An information storing medium storing a program for a game, wherein the game comprises an operator-controlled object moving relative to terrain objects within a three-dimensional virtual space, the program which executes the steps of:

storing data defining shapes of a plurality of terrain objects within the three-dimensional virtual space;

computing the position of the operator-controlled object within the virtual space;

determining whether one of the terrain objects is located between a viewpoint and the operator-controlled object; and

generating image data for the operator-controlled object and the terrain objects as viewed from the viewpoint;

wherein generating image data for the operator-controlled object and at least one of the terrain objects comprises alternately generating pixels indicative of the at least one terrain object and indicative of the operator-controlled object in a prescribed pattern if the operator-controlled object is located behind the at least one terrain object when viewed from the viewpoint.

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~~26~~ 34. (Twice Amended) A computer system configured as a game device, wherein the game device comprises an operator-controlled object moving relative to terrain objects within a three-dimensional virtual space, the computer system comprising:

an input means for operating the operator-controlled object;

first generating means for generating image data of the operator-controlled object and a plurality of terrain objects from a plurality of viewpoints,

processing means for determining the position of the operator-controlled object with respect to the plurality of terrain objects as viewed from a viewpoint; and

second generating means for generating image data for the operator-controlled object and the terrain objects comprising alternately generating pixels indicative of at least one of the terrain objects and indicative of the operator-controlled object in a prescribed pattern if the operator-controlled object is located behind the at least one terrain object when viewed from the viewpoint.

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35 (Twice Amended) A game device, wherein the game device comprises an
player-controlled object moving relative to terrain objects within a three-dimensional
virtual space, the game device comprising:

a controller for operating the player-controlled object;

a shape data memory which stores data defining shapes of a plurality of
terrain objects present in the three-dimensional virtual space;

a position data specifier which specifies a current position for the player-
controlled object within the virtual space;

an overlap determination processor which determines whether one of the
terrain objects is located between a viewpoint and the player-controlled object; and

an image generator which generates image data for the player-controlled
object and the terrain objects as viewed from the viewpoint and image data for the
player-controlled object and the terrain object comprising alternately generating pixels
indicative of at least one of the terrain objects and indicative of the player-controlled
object in a prescribed pattern if the overlap determination processor determines that the
player-controlled object is located behind the at least one terrain object when viewed
from the viewpoint.

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